



Pokemon Ranger Jumpchain

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Version 1.0

Welcome to the world of Pokemon! However, this time we're adding a twist. Instead of going about collecting Gym Badges to become the champion, you're getting a job! Working as a Pokemon Ranger, your goal is to help others in everyday life. This can vary from normal tasks such as finding a lost child, to the far end of stopping an entire forest fire by yourself or taking on evil organizations bent on world domination. All in a day's work, right?

You didn't think you'd be off on your own though, did you? Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Fiore: The original setting of this series, Fiore is a somewhat tropical region full of verdant flora and fauna. Boasting one of the higher Ranger populations in this series, a base in multiple sections of the region oversee the peace. However, a strange outfit known as the Go-Rock Squad has begun mass brainwashing of Pokemon...

2. **Almia:** A colder region in which the second game of this series is set, Almia is also the home of Pokemon Ranger Academy. It is here that many students learn their posts before being transferred to other regions, as well as where the Ranger HQ is situated. Yet strange men in odd black uniforms have been seen capturing pokemons as of late...
3. **Oblivia:** The setting for the third game of this series, Oblivia is a chain of islands inhabited largely by the elderly and those looking to live out peaceful lives. However, the shadow of the Pokemon Pinchers looms over the horizon...
4. **Lucky Pick!** You can choose any of the above regions to start out in.

***Backgrounds**

Gender can be changed freely without cost, and age is set by the background. However, you may spend 50CP to change this.

Rookie: Fresh from Ranger School, you're about to be assigned to a region in order to receive field training to what likely will be your post for the next several years. Plucky and full of energy, you'll be inexperienced but ready to learn. Of course, you could also choose to forgo that entirely and be dropped into the world, free of position and responsibility.

Roll 1d5+13 for age.

Veteran: You've been in this position for years, and possibly even reached the fabled heights of Top Ranger. The everyday chaos of being a Pokemon Ranger is second nature to you now, and something you've grown used to over the years. While things may have slowed down, and you might even have a family at this age, by no means does that make you any less capable than you were before.

Roll 1d10+20 for age.

Operator: While you did attend Ranger School, you've taken a different path than many. Instead you've entered the technical side of the operation. Being an Operator can mean many things, from simple maintenance of Capture Stylers, PR management, or managing the dispatch of Rangers across the globe. Just because you aren't directly contributing, doesn't make you any less important.

Roll 1d5+15 for age.

Criminal: All this do gooding, respecting nature junk, it makes you sick to your stomach. There's only one rule that you abide by, and that's the law of the strong. To you Pokemon are simply a means to an end, and you intend to exploit them for as much profit as you can.

Roll 1d10+20 for age.

***Perks**

100CP Perks are free to their origin/race.

***General Perks**

Impeccable Posing (Free)- Oddly enough, a strange tradition here is known as the 'Ranger Pose'. It consists of various dramatic movements, followed by a pose as a sign of accepting or completing an important mission. But why is it that EVERYONE here is so good at posing? Regardless, you have the coordination to spin around, do a backflip, and then hold a pose without breaking your head open or getting dizzy. This also comes with the creativity to come up with newer and cooler poses. Have to impress your ranger friends, after all.

***Rookie Perks**

Fresh from the Academy (100CP, Free Rookie)- While most people are quick to forget all of what they learned in school, you know better. Working for the government, especially as a Pokemon Ranger, requires you to know many rules and regulations alongside more practical knowledge. You yourself are well versed in and memorized on the codes that Pokemon Rangers operate on, as well as how to tackle most natural disasters through the application of Friend Pokemon (theoretically). Just remember that this doesn't double for experience.

One With Nature (200CP, Discount Rookie)- Some might say that the most essential quality a Ranger might have is a natural affinity towards the natural world. Ultimately, a Ranger is a guardian of such places and being unable to adapt to such areas could spell the difference between mission success and failure. It is fortunate, then, that you fall into the 'good' side of this dynamic. You find yourself comfortable in almost any biome, able to traverse difficult terrain with ease. In addition, you'll find most wild Pokemon will be more tolerable to your presence than others. Just don't go approaching a Primeape after this, or you'll just be asking for it.

Silent Charismatic (400CP, Discount Rookie)- Most people would find somebody who can only nod or shake their head to be somewhat unnerving, or downright creepy. But why is it that when you do it, everyone stands in awe? You have a certain charisma about yourself that causes your actions to impact much larger than words. Your grim determination as you quietly tear through all the criminals in your path is like a rallying cry, bringing others to your side both literally and metaphorically as they gather underneath your determination to succeed in your endeavors.

Guardian Signs (600CP, Discount Rookie)- One day, the impossible happened to you. Upon being challenged by a Legendary or Mythical Pokemon, you captured it and successfully earned its respect. It emblazoned a special mark into your very soul, a symbol that represents and calls upon itself. As such, you've earned yourself a special privilege. Upon learning the 'symbol' of a Pokemon, you can jump high into the sky, drawing the symbol with your capture styler. Summoned at your command, your friend will meet you at the bottom. At your disposal until their dismissal, these Partnered Pokemon can do anything from providing transportation to using Powerful Poke-Assists in captures. Post-Jump, this can be used on equally powerful beasts on par with the Legendary/ Mythical pokemon from this world.

***Veteran Perks**

Years on the Job (100CP, Free Veteran)- Just because you're getting on in your years doesn't mean you've become any less capable. If anything, that makes you even better at doing your job. Working for such a long time as a Pokemon Ranger has given you the experience as to how to react against danger, as well as getting ahead of criminal elements to stop them in their tracks before they can pose a danger to the public. A Pokemon Ranger protects the peace, after all.

TARGET CLEAR!! (200CP, Discount Veteran)- You aren't just fit. You're swole, a wall of human muscle that most would probably be intimidated by if you walked into a room. However, this isn't just for show. Utilizing your muscular might in your pursuit of justice, you have perfect your own version of "Target Clear" using your own body. By this, I mean that you are fully capable of body slamming others unconscious, even smashing through metal doors if you don't mind the bruising afterwards. Just remember that you need to be coherent if you intend to save the world afterwards.

Voice of Experience (400CP, Discount Veteran)- Being a Pokemon Ranger isn't just about saving the world. Sometimes, it's about saving just a single person. You've seen so many people go wrong in your career, and letting another go down a dark path just doesn't sit right with you. Emboldened by this, you have the power to reach out to your opposition and speak with them on an honest and level playing field. Where most times a criminal might ignore you and proceed to attack for your naivety, if you put in earnest effort they

would be willing to listen to your point of view. While this doesn't always result in people switching sides on the spot, if done enough times the introspection induced on the other party is often enough to help them change their lives for the better.

Man in Command (600CP, Discount Veteran)- It's a beautiful day outside, and you're enjoying time with your family at your house. Suddenly a man bursts into your house, screaming that the entire forest is burning down. You have five minutes to solve this before the situation becomes untenable. Quietly setting your cup down, you proceed to solve this issue with the same calm and precision as though you were guiding a lost child to their parents. After all, isn't that all in a day's work for a Pokemon Ranger?

What this really translates to is the nerves of steel and instinct to be flexible in the face of imminent crisis without losing your head. Even when inflicted with significant injury your head will always remain clear if you move towards attempting to solve the problems at hand, your brain becoming a font of ideas to prevent disaster until the crisis is resolved.

***Operator Perks**

Listened in Class (100CP, Free Operator): To become an Operator means that one not only knows how to be a Ranger, but to provide a specific service to the Ranger Union. Whether it's simple engineering, technology production, or field research, you've gained the skills to qualify for a specialty Operator position.

Percussive Maintenance (200CP, Discount Operator): At times you'll find something broken, and you just won't be able to figure out what's wrong with it. When that happens...just give it a good old fashioned whack! While most Operators would advise heavily against such maneuvers, when it comes to you this actually works. Smacking a computer on the fritz sorts out the error message, while slapping a rude employee across the face might show them that a bad attitude isn't exactly a great thing to have. Don't do this too many times though, or you'll start breaking things for real.

Uncoverer of the Ancients (400CP, Discount Operator): When artifacts are lost to time, often they're never discovered again. Whether this means they've been hidden or destroyed depends, but many times the only time they appear again is in folklore or traces that lead to dead ends. Not for you, however. You have a sixth sense when it comes to research on and discovering ancient ruins and settlements, along with the technology of said places. In addition, you also have the skill to expertly recreate said artifacts from its own components if you find them destroyed when you finally get your hands on them.

Global Ranger (600CP, Discount Operator): Effectively Hastings' right hand, you've been promoted to Second in Command at Ranger HQ. With a considerable amount of Ranger

forces at your disposal, it is your duty and privilege to move large forces of personnel to combat disaster across the world. Aside from attaining this position, you also have the skill to run an organization of this size along with a knack for data collection that would make even the best spies weep in envy. In future jumps, you'll be offered a high ranking position within a similar organization to the Rangers with all the privileges it would grant.

***Criminal Perks**

Poke-Poaching (100CP, Free Criminal)- People don't understand how dangerous a Pokemon Poacher is until you realize that they subdue and break the wills of dangerous creatures for a living. One slip up can cause serious injuries, or even worse. You however are well versed in the art of illegal capture, able to deduce whether a given Pokemon would be a valuable asset to attempt to subdue or one that'll end you up in the hospital given the chance.

When You're a Flunky (200CP, Discount Criminal)- You've got to know teamwork, because otherwise you won't get work done worth a damn. After all, the higher ups aren't going to bother allocating much resources to what they see as another replaceable cog in the great machine. To that end, you're great at teamwork even when the composing personalities are far less than ideal. Even if ultimately those involved might not be all that capable on their own, together you can make yourself a fighting force enough to make even an experienced Ranger pause.

Kindly Old Man (400CP, Discount Criminal)- You, professional criminal and mastermind? I think not. After all. How could someone so kindly and innocent commit such dastardly deeds? That's what people think of you, at least. You are extremely skilled at living a double life, being able to maintain entirely different personalities when interacting with different people and being able to hide traces of your criminal career with astonishing ease. Don't ever get too cocky though, as overwhelming evidence will reveal your farce for what it truly is.

Admin (600CP, Discount Criminal)- You, a low level team member? No, you're something much greater than that. You're an Admin, one of the key leaders within whatever criminal organization you purport yourself to be a part of. Aside from the wealth, status and connections such a position gives you, it also comes with the skill to manage a criminal organization without any major splintering factions. It's even possible you could start one of your own, given the chance...

***Items**

100CP Items are free to their origin.

***Rookie Items**

Capture Styler (100CP, Free Rookie)- The Standard issue Capture Styler, given to rookies upon their graduation from the academy. About the size of a 90's era mobile phone, when activated it sends out a Capture Disc to encircle a Pokemon with the help of PokeAssists granted by Partner Pokemon. While normally these are a step down from Fine Stylers, due to them being granted to Top Rangers, you'll find that it's even more durable than one and just as lightweight.

Charging Station (200CP, Discount Rookie)- While you could always find a Pachirisu out in the wild to recharge your Capture Styler, sometimes you aren't that lucky. This device thankfully takes care of that issue for you. This particularly garish piece of machinery is perfect for restoring your Styler back to full charge in a matter of seconds, and works similarly to any other tech you possess on the same technological level as a Styler.

Jumper School (400CP, Discount Rookie)- So it seems that you were a bit more attached to your schooling days that most realized, hmm? Luckily enough for you, you'll get to keep your own special memento of those times. In future jumps the Ranger School will follow you, educating aspiring Hopefuls into Rangers to do good in the world just as you have. If you'd prefer that the school teaches something else, you may choose to instead base it on a different profession.

Quaint Village (600CP, Discount Rookie)- A small village, newly established with residents happy to start life in a new lands. You yourself get a cute little cottage here, but what's more important is the land itself. Following you through other jumps, Pokemon will live here even if they do not exist in other worlds and caught be caught just as though you were still in this universe. In addition, if you bond strongly enough with a Pokemon at any point here to become a Partner Pokemon you may leave them at the Partner Farm in the far south of this village and they will be able to follow you without taking a companion slot.

***Veteran Items**

Fine Styler (100CP, Free Veteran)- A special type of Capture Styler granted only to Top Rangers, this one consists of an arm console where the Capture disc is docked alongside of a partial glove which wirelessly connects to the Capture Disc. Aside from being incredibly agile when compared to the normal Capture Styler, it possesses the ability to charge higher amounts of your feelings through the line by keeping the disc still for a moment. Just be sure that it doesn't get hit, alright?

Cliffside Home (200CP, Discount Veteran)- It seems that all your scrimping and savings have payed off big, time. While this particular home doesn't have to be on a cliffside per

say, it automatically does so with an amazing view of the coast below. Two stories high and lovingly furnished, it's the perfect place to come back to after a long day and simply relax in peace. It also seems to repel dust naturally, making upkeep much easier than it should be.

Full Upgrade (400CP, Discount Veteran)- I see that you really invested into your job, hmm? With this you'll receive a small chip containing every single upgrade possible to integrate into the modern Capture Styler. Once installed, this causes a major boost to durability and performance, as well as Synchronization with partner Pokemon. Post jump you'll receive another one of these, which when used on any technology will boost it to be the absolute cutting edge of what it can possible be.

Ancient Ruins (600CP, Discount Veteran)- Upon entering this jump, you are given a map to a curious and hidden temple deep within an uninhabited jungle. Within this Jungle is an imposing pyramid, within which four great trials are presented to you. Each is more challenging than the last, and to pass all four would show a true display of grit and skill. At the same time, however, this makes it an excellent place to train in the art of Capturing Pokemon even for the best of Rangers. Post jump this can be changed towards other professions, such as "Hunters" or "Knights", with the trials inside being changed to match.

***Operator Items**

Technician's Toolkit (100CP, Free Operator)- People underestimate just how often it is that a Ranger's equipment is damaged in the capture process. And what happens if it breaks? Or needs upgrades? These things don't exactly use a standard screwdriver, you know. Thankfully, this is where the Technician's Toolkit comes in. Fit with all the specialty tools needed to maintain Capture equipment and more, no self-respecting Operator could be seen without this.

Impressive Seafarer (200CP, Discount Operator)- Lent from Ranger HQ permanently to aid you in your efforts, this sister ship to the Union is just as seaworthy as its sibling. While made in the shape of a ship from the 1800's, this ship sails just as smoothly as any modern day vessel and is incredibly fuel-efficient to boot. In addition, its cargo hold can hold human and Pokemon alike with relative comfort and minimal cramping. In a pinch, you could stuff an entire island's worth of creatures inside before it starts getting too crowded. If you somehow manage to wreck the ship, it will show up in the warehouse a week later good as new.

Battle Simulator (400CP, Discount Operator)- Originally named some much more unwieldy by an aspiring scientist, you've come into a strange laptop with the name "Nema" inscribed onto the case. When booted up, this laptop opens a portal to which a

digital recreation of a large nondescript island. On this island exists simulacrum each representing challenging foes you have faced in your lifetime, each standing passively until approached to battle. As dying is impossible in this world, you may use this space to train as much as you like before exiting once again. However, due to it being a simulation, you cannot use this to harvest any materials or bring back captured pokemon.

Ranger HQ (600CP, Discount Operator)- The home of all Pokemon Rangers, this multi-story building is the hub of all activity across the world and handles dispatching of Rangers to regions where they are in need. Staffed with several Pokemon Rangers and Operators, as well as a few Top Rangers, they will give you all the power you need to do good across this world and others in the future. In addition, Ranger HQ will adapt to become able to capture the animals of the current world should Pokemon not exist in that universe.

***Criminal Items**

Theft Equipment (100CP, Free Criminal) Any criminal worth their salt in the Ranger dominated regions needs the ability to capture large amounts of Pokemon, fast. Thankfully you have just the equipment for that. Whether you possess the illegal Power Stylers of the Go-Rock Squad, or the gauntlets of the Pokemon Pinchers, through using these tools you are able to emit brainwashing waves which can enrage and bring Pokemon under your control. You can even choose to have this manifest into strange shapes, such as a violin or a suit of armor.

Bait and Switch (200CP, Discount Criminal)- Sometimes there's enough Pokemon to bag that you simply can't get them all yourself. For those times, these vaguely egg shaped cages will do the trick just fine. When properly baited and left alone, these traps will gather Pokemon until they foolishly enter the cage to grab the bait. At this time, the cage will slam shut and brainwash the Pokemon until they become your (unwilling) servants. Pretty useful, huh? Careful though, because a Pokemon with a powerful enough Cutting technique can destroy these from the outside. You get ten to start with, and more will be supplied if any are destroyed.

Z.Z Flyer (400CP, Discount Criminal)- A curious device resembling a flying saucer with two lever on the top for controls, Z.Z Flyers are some of the best pieces of equipment an enterprising criminal could ask for. Capable of flying as fast as a Staraptor, and in-built with defensive laser technology, it also has a low powered brain-washing device for taking over Pokemon when flying through the sky. Since you're buying it here, you can choose your own unique color and if it is destroyed you'll get a new one in a week.

Doomsday Device (600CP, Discount Criminal)- Really? Really? You need that much power? Alright, but it won't be easy. Upon entering this world, you'll come into possession of a certain map. This map details the locations of an ancient super-weapon, in disuse after its activation in a calamity long since past. It will be a challenge to find this, and even more so to find the five pieces of the armor needed to control it. But once you do...

Shaped like a pinecone with several protrusions, alone with four large cannons in each direction, this Sky Fortress is all but impenetrable save the most skilled flyers. Possessing a labyrinthine inner structure, it is easily defendable by even a semi-competent team while featuring many traps and doors to keep you safe from enemies. Did I mention that the main cannon can blow away entire ISLANDS, if you don't mind the absurdly long recharge? Because it can.

***Companions**

Direct Import (Free/100CP/300CP): Have some friends you'd like to take along? You can import up to eight companions for free with this option, each receiving 300CP and the ability to take drawbacks for more points. For 100CP this fund increases to 500CP and for 300CP this becomes 800.

Canon Companion (100CP): Did you meet somebody you'd like to take on your adventures? For 100CP each you will soon meet and be put in a situation to befriend a character from the series, and at the end of these ten years you can propose to them that they join you on your adventures. Should they accept, they will become your companion.

Partner Pokemon (Free all) Everyone from all walks of life has a specific Pokemon that they've bonded with over some length of time. Whether that was through friendship or force...well, you know how it happened. Regardless, you may select any Base evolution Pokemon so long as they are not Legendary or Mythical. This Pokemon is now your Partner, and will follow you through hell or high water. This Pokemon incredibly resistant to brainwashing (or against friendship conveying technology if you DID brainwash it) and is skilled in providing assistance in the capture of Pokemon. It is also possible for it to evolve, although doing so is uncommon in these regions. Doesn't take a companion slot, but you can import it in future jumps to take one if you wish.

***Drawbacks**

You may take as many drawbacks as you want, but do try and be reasonable.

+100CP Pest Control- Bugs! Bugs everywhere! It seems that you're a natural attractor of Bug Pokemon, and unlike the normal ones these seem to be gunning straight for you. While never much of a hassle to capture (or dispatch) you'll find them showing up at the most inopportune times to ruin your day. I hope you don't wear too nice clothes, they'll get covered in String Shot more often than you think.

+100CP Trainee- Perhaps you've yet to begin your journey? You'll start off in Trainer School (or its equivalent), graduating in about a year from the beginning of the jump. While you yourself probably won't mind this as much, there are other forces that aren't exactly willing to wait...

+100CP Go Fetch- People really think that you have nothing better to do, don't you? Whether it's your superior or random people off the street, others are quick to offer you menial 'sidequests' with little to no reward for doing so. What's worse is that you have an extremely hard time saying no, and if you do their disappointed reaction would be enough to break your heart. Woe is you.

+200CP On Call- There's trouble brewing, and only you can stop it. At least, that's what your superiors tell you. Whenever something major occurs fate will have it that you're the only person that your perspective organization can call upon to stop it. Expect a lot of dangerous situations on both sides of the fight, as being present in so many missions will be sure to eventually put you in precarious positions.

+200/400CP Marked- It seems that you've done well enough that the opposing Team has taken an interest in you, and not a good one. As a Ranger Teams will actively seek to make your life difficult, and as a Criminal Rangers will always right on your tail to release your Pokemon and foil your plans. For the 400CP variant, the organization you're fighting against is actively gunning for you, putting out entire teams simply for your subjugation.

+300CP Untrustworthy- In this game the power of friendship is important, and you simply don't have it. Whether its your personality or something wrong with your very soul, you'll find it hard to bond with others and Pokemon avoid you like the plague. Those you do manage to befriend will be fickle and quick to flee, helping you less than they might otherwise before running as fast as they can.

+300CP It Just Keeps Happening: So you've beaten Beat Blue Eyes? Here comes Red Eyes to help them. Beat those two, and Purple Eyes shows up. Beat him, and you face the Society. Beat THEM, and Purple Eyes hijacks them and takes control of a doomsday weapon. What's the lesson of this? Well, expect to always find an even bigger boss, and even bigger stakes behind each person you beat. Trust me, it'll never get easier.

+400CP Wiped- You've always worked for these people. Right? Of course that's right. But sometimes you wake up to nightmares of a life you didn't live, and you feel like eyes are watching you wherever you go. What could it be...

Whichever side you play for is in fact not your real origin, you are actually a person from the opposing team who was captured and psychically manipulated into working for their cause. While extremely difficult to do, if you chase the pieces of your old past you may eventually be able to recover your memories and discover the secrets of your change. However, few within your organization will truly trust you due to being aware of your situation and surveillance will always be heavy no matter how much you earn their trust. Good luck Jumper, you'll need it.

+400CP Total Victory- The evil Team has won, and the region has fallen. Now under their complete control, the destruction of any or all Rangers in the area has caused them to rise as the tyrannical new leaders who oppress all in the name of their goals. As their only opposer, you must destroy this organization (or rise to the top of it) by the end of this Jump or you'll fail your chain.

+1000CP Judgement (Cannot take other Drawbacks)- Arceus has gazed upon his world, and he is displeased. He has given you one order: restore the value of humanity in his eyes. Succeed, and he will be pleased. Descending to the world once more, he will help to guide it into a new age before sending a lesser clone of himself with you in your travels. Succeed, and the consequences will be dire. Using his Judgement, he will destroy both the world and you without chances of rebirth or revival. Don't mess up.

***Ending**

How was your work here? Was it hard, or more of a vacation? Regardless, I hope you enjoyed.

With your ten years over, you have a choice to make.

- Go Home- Maybe all the hard work got to you, or perhaps you're just done. It's time to head home, and you can take all you've earned here with you as bonus.
- Protector- Something about this world has enchanted you, and it's something you wish to keep. Stay here, with all you've gained.
- To New Lands- Off to save the world in a new land? Very well. Take all that you have and continue on your journey.

***Notes**

-Special Thanks to DBAnon and English, who both helped me come up with ideas for this jump.

-Wanking helps.

***Changelog**

0.1- Jump was started.

0.2- Additions made to perks, fluff added in origins.

0.3-Finished Criminal Perkline, added more items.

1.0- The Jump was finished. Now Jumpable.